

**WEBER COUNTY RECREATION
MENS 5-ON-5-ON-5 LEAGUE
RULES AND REGULATIONS**

04/19

***NO SMOKING OF ANY KIND, INCLUDING E-CIGARETTES,
OTHER THAN IN DESIGNATED SMOKING AREAS.**

1. GAMES WILL BE PLAYED IN ACCORDANCE WITH THE OFFICIAL ASA RULES, UNLESS SPECIFICALLY MENTIONED IN THESE GROUND RULES.
2. AGE LIMIT WILL BE 16 YEARS AND OLDER. PARENT/LEGAL GUARDIAN SIGNATURE REQUIRED IF UNDER 18.
3. CODE OF CONDUCT:
TEAMS AND THEIR INDIVIDUAL PLAYERS WILL COMPLY WITH THE LEAGUE RULES AND CODE OF CONDUCT. ANY PLAYER WHO FAILS TO PLAY IN A SPORTSMANSHIP LIKE MANNER WILL BE EJECTED FROM THE GAME AND POSSIBLY SUSPENDED FOR 1-2 GAMES. ANY PLAYER WHO STARTS A FIGHT WITH ANOTHER PLAYER, SPECTATOR, OR UMPIRE WILL FORFEIT THEIR RIGHT FOR FURTHER PARTICIPATION IN THE LEAGUE AND MAY BE SUSPENDED FOR ONE YEAR. SUSPENSIONS MAY BE INCREASED IF SEVERITY WARRANTS BY THE LEAGUE DIRECTOR.

ANY PARTICIPANT OR SPECTATOR WHOSE LANGUAGE OR BEHAVIOR IS DEEMED BY THE UMPIRES OR RECREATION STAFF, IN THEIR SOLE DISCRETION, TO BE DANGEROUS OR OBNOXIOUS TO OTHERS USING THE FACILITY, SHALL BE EJECTED FROM THE GAME AND MAY BE ASKED TO LEAVE THE FACILITY. THIS INCLUDES HARASSING UMPIRES OR PLAYERS FROM THE OPPOSING TEAM. THE 'F' WORD WILL NOT BE TOLERATED AND WILL BE CAUSE FOR EJECTION WITH NO WARNING. COACHES/CAPTAINS ARE REQUIRED TO KEEP THEIR TEAM AND SPECTATORS UNDER CONTROL. *SEE CODE OF CONDUCT.

IF AN EJECTION OCCURS AND TEAM DOES NOT HAVE A SUBSTITUTE PLAYER THAT HAS NOT PARTICIPATED IN THE GAME IN ANY WAY TO REPLACE THE EJECTED PLAYER, THE TEAM WILL FORFEIT. ANY NEW PLAYER MUST SIGN CODE OF CONDUCT/RELEASE FORM BEFORE HE IS ALLOWED TO PARTICIPATE AS A SUBSTITUTE PLAYER.

4. RELEASE FORMS:
RELEASE FORMS ARE DUE **PRIOR** TO YOUR FIRST SCHEDULED GAME. IF YOU HAVE NOT TURNED IN YOUR RELEASE FORM AT GAME TIME OF YOUR FIRST GAME, THE GAME CLOCK WILL BEGIN. NO PLAY WILL BE ALLOWED WITHOUT SIGNED RELEASE FORM. THE OTHER TEAMS WILL BE AWARDED A POINT AT GAME TIME, A SECOND POINT AT 5 MINUTES IN AND AT 10 MINUTES IN, YOU WILL FORFEIT. EACH PLAYER MUST SIGN THE TEAM'S RELEASE FORM/CODE OF CONDUCT INDIVIDUALLY TO BE ELIGIBLE TO PARTICIPATE. NO PERSON SHALL SIGN FOR ANOTHER PERSON. IF SIGNATURES ARE FOUND TO BE ILLEGAL (ONE PERSON SIGNS FOR SEVERAL PEOPLE) YOUR RELEASE FORM WILL CONSIDERED INVALID AND PLAYERS ARE ILLEGAL. IF A PLAYER HAS NOT SIGNED, HE/SHE IS CONSIDERED ILLEGAL.

PLAYERS MAY BE ADDED AT ANY TIME DURING THE REGULAR SEASON BY SIGNING THE TEAM'S CODE OF CONDUCT/ RELEASE FORM. THE FORMS MAY BE OBTAINED FROM THE NIGHT SUPERVISOR. PLAYER WILL BE ELIGIBLE TO PLAY THAT NIGHT. IF A PLAYER FAILS TO SIGN THE RELEASE FORM, HE/SHE WILL BE CONSIDERED AN ILLEGAL PLAYER. ***NO PLAYERS WILL BE ADDED AFTER LEAGUE GAMES HAVE ENDED (YOU MAY NOT ADD PLAYERS TO RELEASE FORM FOR TOURNAMENT PLAY). YOU MUST HAVE PLAYED AT LEAST ONE LEAGUE GAME TO PARTICIPATE IN ANY TOURNAMENT GAME.***

5. LINE-UP:
THE GAME PLAYERS LINE-UP SHALL BE GIVEN TO THE SCORE KEEPER 10 MINUTES PRIOR TO THE SCHEDULED GAME TIME. THE GAME CLOCK WILL BEGIN AT THE PRECISE SCHEDULED GAME TIME (UNLESS PREVIOUS GAME IS RUNNING BEHIND SCHEDULE, THE NEXT GAME WILL START 5 MINUTES AFTER CONCLUSION OF THE PREVIOUS GAME.) IF A TEAM HAS NOT TURNED IN THEIR OFFICIAL LINE-UP AT GAME TIME, GAME TIME WILL BEGIN. THIS MEANS THAT EVEN IF NO PLAY IS OCCURRING ON THE FIELD, GAME TIME IS PROGRESSING. THE GAME CLOCK WILL NOT BE DELAYED. IF TEAM HAS

NOT TURNED IN LINE UP AT GAME TIME, THE DELAYED TEAMS WILL BE AWARDED 1 RUN. AT 50 MINUTES (5 MINUTES HAS RUN OFF THE CLOCK), DELAYED TEAMS WILL BE AWARDED A 2ND RUN. AT 45 MINUTES (10 MINUTES HAS TUN OFF THE CLOCK), THE GAME WILL BE FORFEIT.

6. PROTESTS:

THERE WILL BE A \$30.00 PROTEST FEE ON ANY PROTEST FILED. MONEY MUST BE SUBMITTED AT TIME OF PROTEST FOR PROTEST TO BE CONSIDERED. IF PROTEST IS UPHELD IN PROTESTING TEAMS FAVOR, THE PROTEST FEE WILL BE RETURNED. PROTESTS MUST BE REPORTED BY THE COACH OR MANAGER TO THE UMPIRE BEFORE THE LAST OUT OF THE GAME. THE UMPIRE WILL IN TURN IMMEDIATELY REPORT TO THE FIELD SCORER WHO WILL THEN INFORM THE NIGHT SUPERVISOR. THE NIGHT SUPERVISOR WILL COLLECT YOUR PROTEST FEE. A WRITTEN STATEMENT BY THE PROTESTING COACH MUST BE TURNED IN TO THE NIGHT SUPERVISOR IMMEDIATELY. STATEMENT MUST INCLUDE WHICH PLAYER OR RULE IS BEING PROTESTED AND WHY. ONLY ONE PLAYER OR RULE MAY BE PROTESTED. PROTESTING TEAM IS NOT ALLOWED TO LOOK AT OPPOSING TEAMS ROSTER OR RELEASE FORM. NIGHT SUPERVISOR COMMUNICATE WITH TEAMS AFTER HE/SHE HAS RESEARCHED PROTEST. OPPOSING COACH MAY TURN IN A WRITTEN STATEMENT IF THEY DESIRE. IF CALL IN QUESTION IS NOT LISTED IN RULES AND REGULATIONS AND CANNOT BE FOUND IN THE OFFICIAL ASA RULE BOOK, DECISION WILL BE MADE BY NIGHT SUPERVISOR IN CONJUNCTION WITH THAT FIELDS UMPIRE.

PLAYER PROTEST: GAME WILL CONTINUE WITHOUT DELAY AFTER PROTEST IS REPORTED TO OFFICIALS. GAME CLOCK WILL NOT BE DELAYED

RULE PROTEST: CLOCK WILL STOP.

7. TEAMS MUST PROVIDE THEIR OWN NUMBERED SHIRTS (4" MINIMUM AND CLEARLY VISIBLE BY THE SCORE KEEPER ON BACK.) NO IDENTICAL NUMBERS. ALL LEAGUES WILL BE GIVEN ONE WEEK GRACE PERIOD (2ND WEEK OF PLAY), NO EXCEPTIONS AFTER GRACE PERIOD. WEBER COUNTY WILL NOT PROVIDE MARKERS, TAPE, OR ANY OTHER ITEM FOR MAKING JERSEYS. **ANY PLAYER THAT STEPS INTO THE BATTERS BOX WITHOUT A NUMBER THAT IS READABLE BY THE SCOREKEEPER WILL BE CALLED OUT.** THE ONLY EXCLUSION WILL BE DURING INCLEMENT WEATHER WHEN COATS OR SWEATERS ARE WORN. UMPIRE MAY STILL ASK TO SEE PLAYER'S NUMBER.

8. RAIN-OUTS:

TEAMS WILL BE NOTIFIED OF RESCHEDULED GAMES DUE TO RAIN-OUTS. A GAME THAT IS BEING CALLED DUE TO INCLEMENT WEATHER OR UNSAFE CONDITIONS AT ANY TIME BEFORE 3 COMPLETE INNINGS WILL BE POSTPONED TO A LATER DATE - NOTING TIME, SCORE AND ANY PLAYERS POSITIONS ON BASE. ON A FUTURE DATE, GAME WILL RESUME FROM THAT POINT ON. IF GAMES ARE CALLED AFTER TEAMS HAVE PLAYED 4 COMPLETE INNINGS, THE FINAL SCORE WILL BE DETERMINED BY THE LAST COMPLETE INNING.

9. ONLY ALCOHOLIC BEVERAGES OF 3.2 CENTRUM OF ALCOHOL OR LESS ARE ALLOWED. NO GLASS BOTTLES! ALCOHOLIC BEVERAGES IN KEGS, BARRELS OR CONTAINERS LARGER THAN 32 OZ ARE NOT ALLOWED. ANYONE FOUND VIOLATING THIS RULE WILL BE WARNED AND ASKED TO REMOVE CONTAINER FROM THE PREMISES OR THROW IT AWAY. WITH SECOND WARNING, VIOLATOR WILL BE ASKED TO LEAVE THE PREMISES.

10. STRIKE ZONE COMPLAINTS:

PITCHER, CATCHER AND BATTER WILL BE THE ONLY ONES TO QUESTION STRIKE ZONE. ALL OTHERS , PLEASE REFER TO CODE OF CONDUCT. PITCH HEIGHT IS 6' TO 12'. 3 BALLS 2 STRIKES. IF THE BALL HITS THE PLATE OR THE MAT, IT IS A STRIKE.

11. TEAMS MUST BEGIN/END WITH A MINIMUM OF FOUR (4) PLAYERS. TEAMS WILL TAKE AN AUTOMATIC OUT IN THE BATTING ORDER FOR THE MISSING 5TH PLAYER.

12. GAMES WILL BE 4 INNINGS WITH 9 OUTS PER INNING (3 FOR EACH TEAM). SCOREKEEPER WILL USE HOME SIDE OF SCOREBOARD TO KEEP TRACK OF BATTING TEAM'S OUTS AND RUNS.

13. TEAM POSITIONS (INFIELD, OUTFIELD AND AT BAT) WILL BE LISTED ON SCHEDULE. TEAMS WILL ROTATE POSITIONS AT TOP, MIDDLE AND BOTTOM OF EACH INNING.

POSITIONING GOES AS FOLLOWS:

- BATTING TEAM: MUST HAVE A MINIMUM OF FIVE (5) BATTERS, MAY BAT UP TO SIX (6) PLAYERS.

-INFIELD TEAM (5 PLAYERS): 1ST BASE, 2ND BASE, SHORT STOP, 3RD BASE AND PITCHER

-OUTFIELD TEAM (5 PLAYERS): CATCHER AND FOUR OUTFIELDERS. OUTFIELDERS MUST PLAY IN THE

OUTFIELD (NO FIVE-MAN INFIELD DEFENSE).

14. A 7-RUN RULE PER INNING WILL BE USED. A TEAM WILL ONLY BE ALLOWED 7 RUNS IN ANY GIVEN INNING. ONCE THE 7TH RUN CROSSES THE PLATE, THE PLAY IS DONE AND THE TEAMS WILL ROTATE POSITIONS.
15. SCORE: SCORES FROM EACH GAME WILL BE TALLIED AND ADDED TO A "SEASON RUNNING TOTAL". THE TEAM WITH THE MOST POINTS SCORED AT THE END OF THE LEAGUE WILL BE DECLARED THE FIRST PLACE TEAM. SCORES WILL BE AVAILABLE ONLINE WITH STANDINGS AND POSTED THE FOLLOWING BUSINESS DAY WHEN POSSIBLE.
16. HOME RUNS: EACH TEAM WILL BE ALLOWED FIVE (5) OVER-THE-FENCE HOME RUNS PER GAME. ***TEAM THAT IS AT BAT IS RESPONSIBLE FOR RETRIEVING HOME RUN BALLS.*** ANY OTHER HOME RUN IS CONSIDERED A FOUL BALL.

WHEN AN OVER-THE-FENCE HOME RUN IS HIT, THE BATTER DOES NOT NEED TO RUN BASES, HE/SHE MAY RETURN TO THE DUGOUT. ALL BASE RUNNERS MAY GO DIRECTLY TO THE DUGOUT AND DON'T NEED TO CONTINUE RUNNING BASES.

17. MENS LEAGUE SPECIFIC RULES:
 1. UP TO TWO WOMEN MAY PLAY OR SUB FOR A MENS TEAM. YOU MAY HAVE MULTIPLE WOMEN ON YOUR RELEASE FORM AND BE PRESENT BUT ONLY TWO WOMEN MAY BE ON THE FIELD AT ANY GIVEN TIME. NO SPECIAL RULES WILL BE ALLOWED FOR THE WOMEN (NO CO-ED RULES WILL APPLY).
18. 200 FT LINE DOES NOT APPLY.
19. SPECIFIC RULES:
 - NO METAL CLEATS.
 - NO OPEN TOED SHOES OR BARE FEET (MUST WEAR SHOES).
 - ALL NECKLACES NEED TO BE TUCKED INSIDE SHIRT.
 - FITNESS BANDS/WATCHES ARE ALLOWED TO BE WORN.
 - NO STEALING 2ND BASE.
 - INTENTIONAL OR TAKE OUT SLIDES CAN BE CAUSE FOR EJECTION. THIS IS A JUDGEMENT CALL.
20. YOU CAN WALK A BATTER TO GET TO AUTOMATIC OUT.
21. WHEN SUBSTITUTING A PLAYER, THEY ARE REQUIRED TO REPORT TO THE PLATE UMPIRE AS THEY BAT, NOT WHEN THEY GO IN THE FIELD. IF A PLAYER SUBS TO PLAY IN THE FIELD, THAT PLAYER MUST ALSO BAT. TEAMS MAY NOT MAKE DEFENSIVE SUBSTITUTIONS.
22. COURTESY RUNNERS ARE ALLOWED IF TEAMS AGREE. THE LAST PERSON OUT IS THE RUNNER. COURTESY RUNNERS ARE MEANT FOR HURT PLAYERS ONLY. IF COURTESY RUNNER IS STILL ON BASE WHEN HE IS NEEDED AT BAT, HE WILL TAKE AN AUTOMATIC OUT, NO EXCEPTIONS. NO OTHER PLAYER IS ALLOWED TO TAKE HIS SPOT ON BASE TO ALLOW HIM TO BAT. USE YOUR COURTESY RUNNERS WISELY. ONLY ONE COURTESY RUNNER PER TEAM PER INNING.
23. BATS MUST HAVE AN ASA (AMATEUR SOFTBALL ASSOCIATION) CERTIFIED STAMP. ANY PLAYER THAT STEPS IN THE BATTER'S BOX WITH A NON-CERTIFIED ASA BAT WILL BE DISQUALIFIED FROM THE GAME. BATTER MUST SHOW THE UMPIRE ASA STAMP, OR HAVE STAMP VISIBLE WHILE APPROACHING HOME PLATE.
24. ONLY BATTER, ON DECK BATTER, IN-THE-HOLE BATTER, 1ST AND 3RD BASE COACHES MAY BE OUT OF THE DUGOUT. ALL OTHER PLAYERS ON BATTING TEAM MUST STAY IN DUGOUT. AFTER ONE WARNING, BATTER AT PLATE WILL BE CALLED OUT.
25. PITCHER'S FOOT MUST BE TOUCHING RUBBER PITCHING MOUND WHEN BALL IS RELEASED UNLESS PITCHER IS BEHIND THE MOUND.
26. BALL SIZE: 12"
27. MUSIC: BOOM BOXES ARE NOT ALLOWED, ONLY SMALL HAND HELD DEVICES ARE ACCEPTABLE. ANY MUSIC THAT IS PLAYING INSIDE A TEAMS DUGOUT (OR IN SURROUNDING AREA), THE VOLUME AND CONTENT NEEDS TO BE SUCH THAT IT IS NOT DISTURBING YOUR OPPONENT, THE GAME, EMPLOYEES,

SPECTATORS, A DUGOUT, TEAM OR GAME FROM ANOTHER FIELD. IF MUSIC IS TOO LOUD OR CONTAINS VULGAR LANGUAGE OR CONTENT, THE NIGHT SUPERVISOR OR UMPIRE WILL GIVE YOU ONE WARNING TO TURN IT DOWN OR CHANGE THE MUSIC SELECTION. IF A SECOND OFFENSE OCCURS, YOUR TEAM MUST TURN OFF ALL MUSIC FOR THE REMAINDER OF THE GAME. NO EXCEPTIONS. IF YOUR TEAM VIOLATES THIS RULE NUMEROUS TIMES, YOU WON'T BE ALLOWED TO PLAY ANY MUSIC FOR THE REMAINDER OF THE SEASON, INCLUDING TOURNAMENT. **MUSIC WITH VULGAR LANGUAGE OR THAT CONTAINS VULGAR CONTENT WILL NOT BE TOLERATED. THIS IS A FAMILY FRIENDLY ATMOSPHERE, PLEASE BE RESPECTFUL.**

FOR ADDITIONAL INFORMATION CONTACT THE WEBER COUNTY RECREATION OFFICE AT 399-8230. A FIELD STATUS RECORDING CAN BE REACHED AT 399-8226 ON INCLEMENT WEATHER DAYS AFTER 2:00 P.M.